

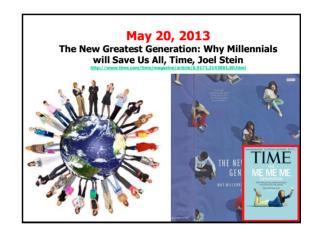


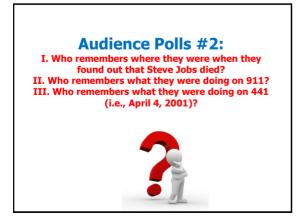


Life as an accountant/CPA in a high tech company in the 1980s...



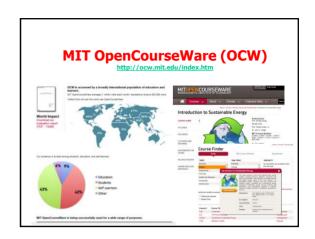


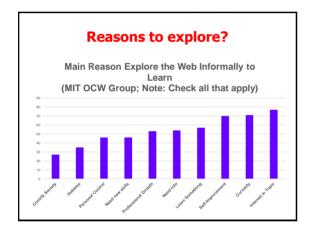




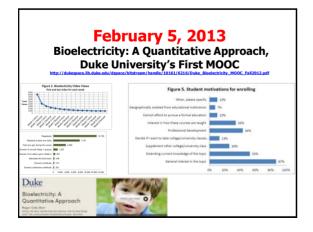


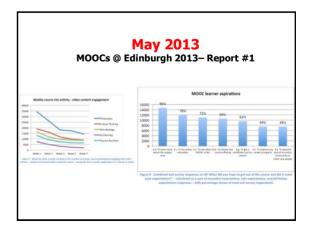








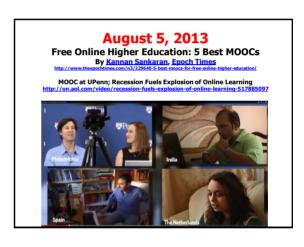


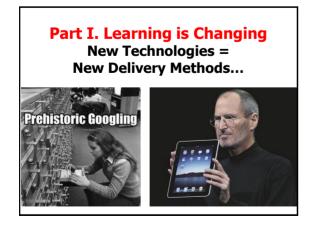












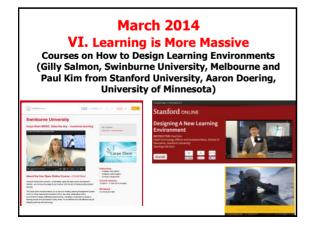


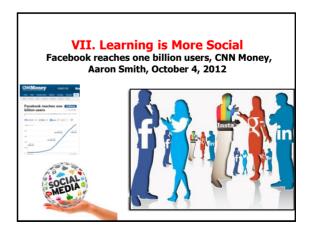




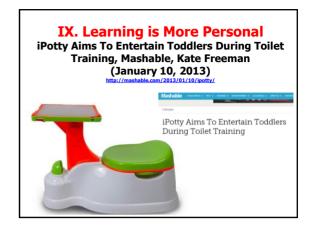








## January 2014 VIII. Learning is More Online Grade Change: Tracking Online Education in the United States, 2013, The Sloan Consortium, I. Elaine Allen & Jeff Seaman, 2013 Survey of Online Learning Report http://sloanconsortium.org/lashications/survey/grade-change-2013 Direct connect: http://www.onlinelearningsurvey.com/reports/grade-change.pdf ONLINE ENROLLMENT AS A PERCENT OF TOTAL ENROLLMENT: FALL 2002 - FALL 2012 ONLINE ENROLLMENT AS A PERCENT OF TOTAL ENROLLMENT: FALL 2002 - FALL 2012 Fall 2002 Fall 2003 Fall 2004 Fall 2005 Fall 2006 Fall 2007 Fall 2008 Fall 2009 Fall 2011 Fall 2011 Fall 2012

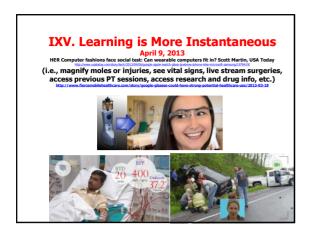
















(i.e., it's more informal, video-based, ubiquitous, collaborative, self-directed, global, mobile, open, massive, etc.)



Frank Basile, an aircraft technician, took an MITx course on circuits and electronics to increase his knowledge.



Joe Alfonso, a financial adviser from Oregon, is taking the online finance course as a "refresher."















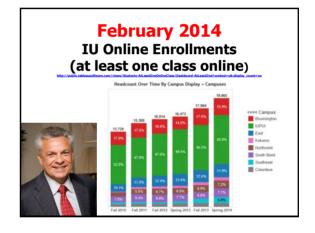




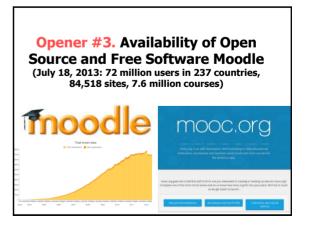
Opener #1. Web Searching
(e.g., Google, MSN, Yahoo!) in the
World of e-Books (i.e., Darwin,
Shakespeare, etc.)

















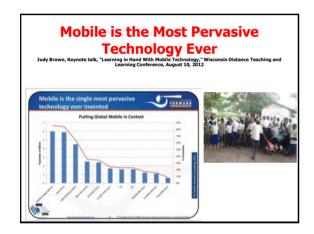


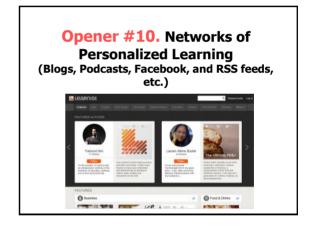






























### The R2D2 Method

- 1. Read (Auditory and Verbal Learners)
- 2. Reflect (Reflective Learners)
- 3. Display (Visual Learners)
- 4. Do (Tactile, Kinesthetic, Exploratory Learners)





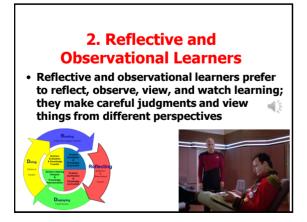


### 1. Auditory or Verbal Learners • Auditory and verbal learners prefer words, spoken or written explanations. \*\*Page 1. Auditory or Verbal Learners\*\* • Auditory and verbal learners prefer words, spoken or written explanations.







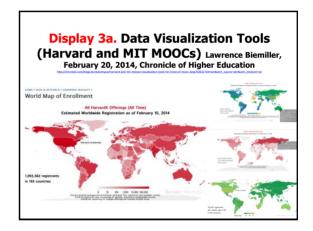


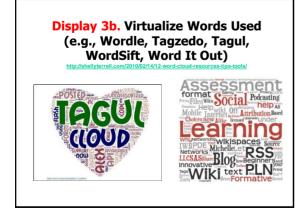










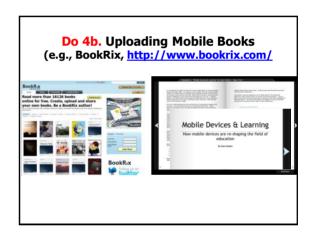




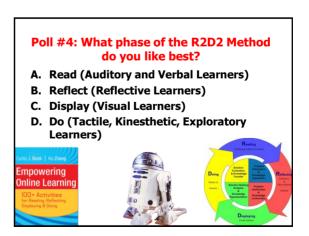
# Display 3d. Interactive Map Timelines (adults with college degrees by county, May 7, 2012) Interactive Map Timelines (adults with college degrees by county, May 7, 2012) Interactive Map Timelines (Adults With College Degrees in the United States, by County Adults With College Degrees in the United States, by County The State of the States of the



















### **Motivation Research Highlights** (Jere Brophy, Michigan State University)

- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement.
- 3. Offer rewards for good/improved performance.
- 4. Novelty, variety, choice, adaptable to interests.
- 5. Game-like, fun, fantasy, curiosity, suspense, active.
- 6. Higher levels, divergence, dissonance, peer interaction.
- 7. Allow to create finished products.
- 8. Provide immediate feedback, advance organizers.
- 9. Show intensity, enthusiasm, interest, minimize anxiety.
- 10. Make content personal, concrete, familiar.



### **Intrinsic Motivation**

"...innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges

(i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

> See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.



### Framework #3: TEC-VARIETY for Online Motivation and Retention

- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrigue, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- 6. Relevance: Meaningful, Authentic, Interesting
- 7. Interactive: Collaborative, Team-Based, Community
- 8. Engagement: Effort, Involvement, Excitement
- 9. Tension: Challenge, Dissonance, Controversy
- 10. Yields Products: Goal Driven, Products, Success, Ownership

